TRS-80

DANCING DEMON

16 K LEVEL II

GAMES

Radio Shack®

TRS-80

MICRO COMPUTER SYSTEM

CATALOG NO. 26-1911

Dancing Demon

First Edition

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Loading Instructions

Follow these steps in exact order:

1. Turn on the TRS-80.

2. Place the Dancing Demon Program cassette into the cassette recorder.

3. Set the cassette recorder volume level between 5 and 7.

4. When MEMORY SIZE? appears, press ENTER .

5. When READY _ appears, type CLOAD and press ENTER .

6. Press "REWIND" on the cassette recorder.

7. When the cassette is rewound, press "PLAY" on the cassette recorder. (If the program is loading properly, two asterisks will appear in the upper right corner of your screen. The right asterisk will blink*.)

8. When READY _ appears again, type RUN and press ENTER .

*Note: If asterisks do not appear after a few seconds, press the "STOP" button. Turn the volume a little higher and repeat from Step 6. If the asterisks appear, but do not blink, turn the volume down a little, press the keyboard reset button and repeat from Step 4.

In order to use this program, you must be able to hear the music to which the Demon dances. Connect the jack (normally connected to the AUX Input on the cassette tape recorder) to a High Fidelity system, or a small speaker-amplifier unit (such as the Realistic Cat. No. 277-1008).

Introduction

Deep in the forbidding confines of Pluto's vast and terrible underworld lies a great hall for feasting and merry-making. It is usually a dark and vacant place, its great chamber doors obstructed by huge stones, its quiet solitude occasionally pierced by heartfelt moans from the inhabitants of Hades.

Once a millenium, however, the guardians of this foul dwelling take pity on their woeful guests, and prepare a festival for their pleasure and entertainment. The celebration begins with a week of continual eating (unfortunately, the food is of dubious quality, and is usually a little overdone). This is followed by some rather dull after-dinner speakers. (normally former political organizers and insurance salesmen). The excitement mounts, however, as the big moment draws near — the real entertainment.

The room was abuzz with speculation and anticipation. For months, the Chief Guardian Committee had been auditioning various acts, in hopes of finding just one creature with a minimal degree of talent. It had seemed hopeless. Most of the demons and beasts could barely say their own names, let alone sing or dance. Yet, one had been selected. And he was rumored to be something special.

Joe Hornbuckle, a former Hollywood agent and part-time bookmaker, lit his fat cigar on a nearby rock. He didn't expect much. He'd seen it all. He shot a glance at Sophocles, who was sitting on the opposite side of the room. Sophocles gave a wink, as if to say, sarcastically, "This ought to be good."

Everyone turned, facing a huge stage, carved out of rock. the proscenium was protected by a transparent screen, designed to keep the performer from being injured by hurling projectiles. The total stage strongly resembled the video of a TRS-80 Microcomputer.

The lights were dimmed. All talking ceased. A voice called out, "Ladies and gentlemen. Please welcome our own, 'Dancing Demon'."

Since it would be impossible to truly explain what came next, you must see it for yourself. Load the program, making sure the speaker is attached correctly, and turned on. When you see the Menu of options, press the number **6**. (You will be asked two questions that are unimportant at this point. Press **[ENTER]** for each of them.)

The Dancing Demon's inspired rendition of "Ain't She Sweet" was greeted by thunderous applause. He took his bows, the curtain came down, but the cheering would not cease. The people, quite frankly, were amazed at the grace of this demon, for they recognized him as a comissary attendant who could barely count to seven. No one had suspected him of such a hidden reservoir of talent.

The people demanded an encore. They got one. Press the number **7** at the Menu, because we would hate for you to miss it, either. (Later, you may wish to adjust the speed of your performances, as well as repeat the performances several times. Right now, though, just press **ENTER** for both questions.)

If anything, the applause was even more ecstatic than before. The people stood cheering like they would never stop.

Joe Hornbuckle put out his cigar on a woman next to him. "This is my ticket out of here", he thought to himself. Quietly, he eased his way backstage. He spotted the newly christened star, and edged his way towards him. "Hey, kid", he whispered, "you need a manager. You stick with me and you'll make it big. I'll take you out on the road. I've got connections. You're wasting your life away in this stink-hole."

The gleary-eyed monster was only too eager to agree to Joe's offer. After convincing the Chief Guardian Committee of the possible revenue and publicity from the "Dancing Demon", Joe Hornbuckle set out with his new prodigy on the West Coast.

The Dancing Demon was an instant smash success, breaking all box office records. Joe was raking in the profits, but he knew time was wearing thin. He knew the public would soon tire of Demon's same old steps. Joe Hornbuckle resolved to become a choreographer.

The first problem was communication. Joe developed a coded system by which he could instruct his mentally limited friend.

First, he would select a suitable musical theme. Then, he would use various alphabetical symbols, each representing a dancing step in the Demon's repertoire. The final result would be exhibited, on stage, for public approval.

With Joe Hornbuckle's assistance, the Dancing Demon went on to Hollywood to become a star of movies and television. Joe enjoyed the immense popularity his client brought him, as well as his moderate fee. Joe only took 10% of Demon's earnings, though he did invest the rest of it in some speculative interests. This, of course, was for the Demon's own good, since he could not have possible counted it, let alone account for it.

Joe Hornbuckle was such a good manager and such a faithful friend, that it was even more surprising when he flew off to South America, never to be heard of again. The Dancing Demon was left friendless, homeless, and empty handed.

But you have befriended him in his hour of need. Now you will take on the responsibility of managing this talented creature. This means that you will have to teach him some new dance routines, and select some new music, since Joe ran off with all of the old material.

We wish you great success, and hope you enjoy this great challenge. You will find the Dancing Demon to be a most receptive student, as well as an enthusiastic performer. He will continue to entertain and amaze your family and friends for many years to come. As long as there's a song in your heart, the Dancing Demon will match it with a step.
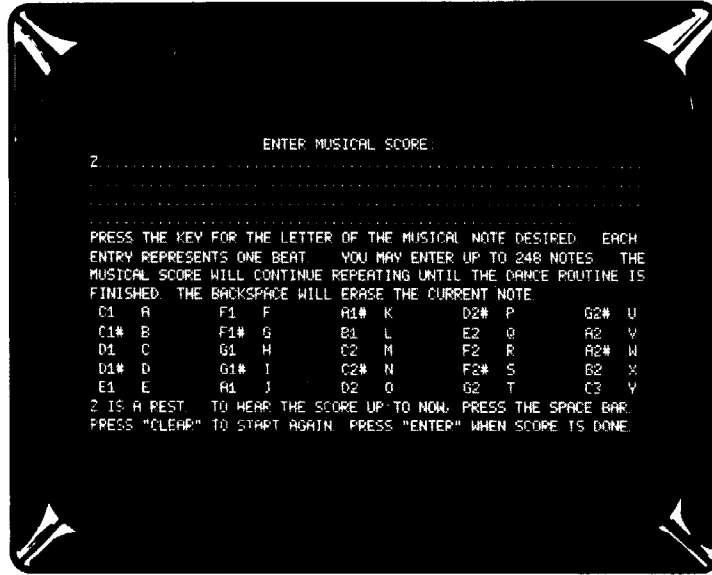
Good luck. Break a leg!

Composing Your Own Music

Press **1** at the Menu.

The screen will show:

```
                    ENTER MUSICAL SCORE:
    2.............................................................
    ..............................................................
    ..............................................................
    PRESS THE KEY FOR THE LETTER OF THE MUSICAL NOTE DESIRED.  EACH
    ENTRY REPRESENTS ONE BEAT.   YOU MAY ENTER UP TO 248 NOTES.  THE
    MUSICAL SCORE WILL CONTINUE REPEATING UNTIL THE DANCE ROUTINE IS
    FINISHED.  THE BACKSPACE WILL ERASE THE CURRENT NOTE.
    C1   A        F1   F        A1#  K        D2#  P        G2#  U
    C1#  B        F1#  G        B1   L        E2   Q        A2   V
    D1   C        G1   H        C2   M        F2   R        A2#  W
    D1#  D        G1#  I        C2#  N        F2#  S        B2   X
    E1   E        A1   J        D2   O        G2   T        C3   Y
    2 IS A REST.  TO HEAR THE SCORE UP TO NOW, PRESS THE SPACE BAR.
    PRESS "CLEAR" TO START AGAIN.  PRESS "ENTER" WHEN SCORE IS DONE.
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The table represents two octaves of notes, beginning with Low C,
and ending with High C. The notes in the lower octave have the number 1
next to them (C 1). The notes in the higher octave have the number 2
next to them (C 2). The High C is depicted as C 3 .

Don't worry if you don't know anything about music. You can easily
make up your own tunes by ear. Every note you select will be stored by the
program, and you can hear it over and over again.

In the table, the symbols on the left represent the note being played. In order
to play these notes, you will type the letter that is to the right of the note.
For instance, C 1 (Low C) will be played by typing "A". Type **A** and press
the space bar. The note will be played through the speaker. Press it
several times. Isn't that beautiful?

Now type several **A** 's. Notice that every time you type the letter, you hear
the corresponding note. Press the space bar and you will hear them all
in sequence.

Press the [CLEAR] key, and the sequence will be erased. Now type [A][B][C][D][E] . Press the space bar. Notice how the notes rise. Add [F][G][H][I][J] . Press the space bar. Very uplifting tones. Press [CLEAR] .

Now type a C scale (C,D,E,F,G,A,B,C). Beginning with Low C (C1), type [A][C][E][F][H][J][I][M] . Press the space bar. (That's right, do, re, mi, etc.)

Now try a G scale. (G,A,B,C,D,E,F#, G). Do this one yourself. If you don't read music, don't let the notes bother you — just look at each note, then see the letter you should type.

Answer: [H][J][L][M][O][Q][S][T]

Press [CLEAR] and try to do one by ear. Begin with D1 (type [C]). Listen to the notes, by pressing the space bar. If you make a mistake, use the [◄] key to back up and redo it.

Answer: [C][E][G][H][J][L][N][O] (scale: D,E,F#,G,A,B,C#,D)

Press [CLEAR] .

Z is used as a rest. Type [A][Z][A][Z][C][Z][Z][Z] . Press the space bar. At each rest, you will hear a click.

Now let's try a melody. Press [CLEAR] . This is one you should recognize.

Type: [H][H][J][L][H][L][J][C][H][H][J][L][H][Z][G][Z][H][H][J][L][M][L][J][H][G][C][E][G][H][Z][H][Z]

Press the space bar. See, it's not so difficult to make music.

When you create a melody of your own, try taking it one note at a time. Once you have a suitable tune, you can add the dance steps.
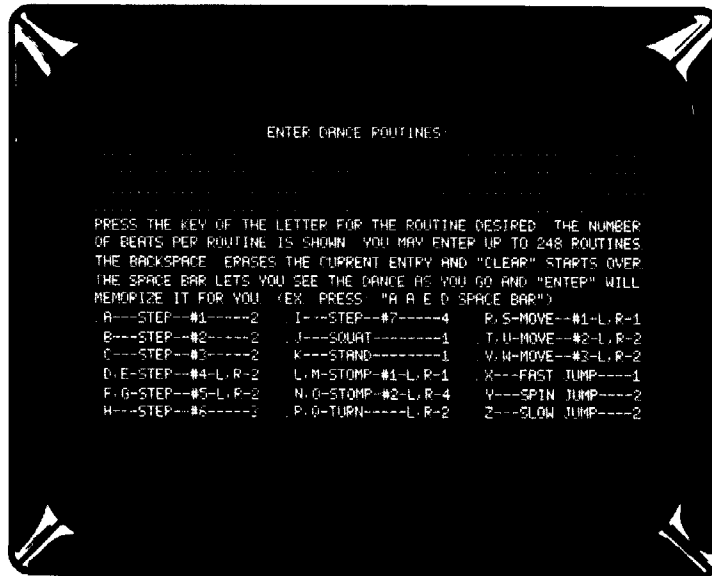
When you are ready, press [ENTER] . You will return to the Menu.

Creating Your Own Dance

Press **2** to enter a new dance routine.

The screen will show:


```
                    ENTER DANCE ROUTINES



PRESS THE KEY OF THE LETTER FOR THE ROUTINE DESIRED.  THE NUMBER
OF BEATS PER ROUTINE IS SHOWN.  YOU MAY ENTER UP TO 248 ROUTINES.
THE BACKSPACE  ERASES THE CURRENT ENTRY AND "CLEAR" STARTS OVER.
THE SPACE BAR LETS YOU SEE THE DANCE AS YOU GO AND "ENTER" WILL
MEMORIZE IT FOR YOU  (EX  PRESS  "A A E D SPACE BAR")
 A----STEP--#1-----2      I----STEP--#7-----4      R. S-MOVE--#1-L. R-1
 B----STEP--#2-----2     .J----SQUAT--------1      T. U-MOVE--#2-L. R-2
 C----STEP--#3-----2      K----STAND--------1      V. W-MOVE--#3-L. R-2
 D.E-STEP--#4-L. R-2      L.M-STOMP-#1-L. R-1       X---FAST JUMP----1
 F.G-STEP--#5-L. R-2      N.O-STOMP-#2-L. R-4       Y---SPIN JUMP----2
 H---STEP--#6-----3     . P.Q-TURN-----L. R-2       Z---SLOW JUMP----2
```

This is where you will enter your own dance routines, using
Joe Hornbuckle's code.

Look at the table. For each letter, there is a specific dance step. Each one
lasts a certain number of counts. The first one:

A————STEP————#1——————2 lasts for two counts. (The number at the
end tells you how many counts.) It may be helpful for you to know
how many counts each step takes, but it is not necessary. As you enter steps,
you may view them, along with the music, to make sure they match.

Next to each letter is a brief description (STEP , SQUAT , STOMP, etc.).
The steps that are paired together on one line, are the same steps, moving
different directions. When the terms left and right are used (L , R), it is
in reference to **your** left and right, not the Demon's.

Try entering a few steps. Type **A A E D** . Press the space bar. Since this
is rehearsal, the Demon will try anything you tell him to do.

Creating Your Own Dance (continued)

To back up, and change what you have typed, use the ◄ key. To erase all the letters you have entered, press [CLEAR] .

Go ahead and experiment. Look at all the different steps and see which ones best fit your melody, by pressing the space bar.

When you have a routine you really like, press [ENTER] . You will return to the Menu.

It's Show Time.

You're opening the Dancing Demon at the Belvedere Theatre in Oskowatcha, Washington. Press 3 at the Menu.

You will be asked for a speed factor (number). Type any number from 1 (super fast) to 255 (slow motion), and press [ENTER] . If you just press [ENTER] , it will default to normal (moderate) speed.

You will then be asked how many performances you wish to see. You may enter as many as you like. Once the Demon has finished with the first performance, he will go right into the next one.

Press [ENTER] , then sit back, relax, and enjoy the show.

Saving and Loading Dance Routines

Your dance routine was probably so good, you want to save it forever on tape.

Press **4** at the Menu to save your show on tape. Make sure the tape recorder is properly connected. Place a blank tape in the recorder and rewind. Push down the "RECORD" and "PLAY" buttons on the recorder.

When you are ready, press **ENTER**. Your dance routine, along with your music, will be stored on tape.

When you wish to play the routines stored on tape, load the program, press **5** at the Menu, make sure the recorder is connected, and insert the proper tape. Push the "PLAY" button on the recorder. Press **ENTER**.

Two asterisks will appear in the upper right-hand corner of the screen. When the routine has been loaded, you will see the Menu.

You may now play the loaded routine by pressing **3**.